

# creative computing catalogue





## Creative Computing In A Nutshell --

### Creative Computing Magazine

*Creative Computing* is a magazine dedicated to providing innovative, pragmatic applications for personal, educational and small business computing.

We help our readers get the most out of their computer, be it a micro, mini or larger system. We provide them with down-to-earth software and hardware evaluations, programming techniques, as well as complete software systems for applications like music synthesis, investment analysis, computer assisted instruction, writing a computer simulation, artificial intelligence, computer art—to name a few. And, for sheer entertainment, we toss in some fiction, some foolishness, and lots of games. We're the number one software and applications magazine because we've responded to the needs and desires of our readers.

Who are our readers? Approximately one-third are educators—faculty, school administrators and students from the grade school to doctorate levels. Another third are computer hobbyists and the remaining third are from business and industry, primarily small business users who have recently invested in a micro system. Most of our readers own a personal computer or have access to computer time. They all want to do more with this powerful tool, so they come to us.

### Creative Computing Press

Our book publishing arm, Creative Computing Press, started by publishing material reprinted from *Creative Computing* magazine. We now publish a wide variety of original books related to computer applications in education, small business and the home. We publish approximately six new titles a year along with a line of board games, posters, prints and T-shirts. These books and other items are sold by mail order, and through retail computer stores and selected college and trade book stores.

### Creative Computing Book Service

Our mail order book service handles a wide selection of publications of both major and small presses. In addition to computer applications, titles cover computer literacy, problem solving, games and puzzles. Many of these books are not readily available in retail stores.

### Creative Computing Software

Our newest division, Creative Computing Software, is involved with developing and marketing software for home, small business and educational computer users.

Through these four divisions, *Creative Computing* is keeping in step with the rapidly growing microcomputer market.



## Bringing Leading Projects And Writers Together --

**David H. Ahl**  
Author of *BASIC Computer Games* and other computer applications books

**Isaac Asimov**  
Author of over 165 books on science and science fiction

**Alfred Bork**  
Director of Physics Computer Development Project, UC, Irvine

**Gordon R. Dickson**  
Noted science fiction author

**Thomas A. Dwyer**  
Project Solo and Soloworks, University of Pittsburgh

**Stephen B. Gray**  
Founder, Amateur Computer Society

**Fred T. Hofstetter**  
University of Delaware

**Ron Jones**  
Founder, Zephyros Education Exchange and DeSchool Primers

**Kenneth Knowlton**  
Computer artist, inventor of EXPLOR graphics language

**Walter Koetke**  
Pioneer in using computers in secondary school mathematics

**Peter Kugel**  
Inventor of many logic games

**Ruth Leavitt**  
Computer artist, author of *Artist and Computer*

**Sol Libes**  
Author of many electronics texts, President of NJ Amateur Computer Group

**Max V. Mathews**  
Bell Labs, the "Father of computer music"

**Theodor Nelson**  
Author of *Computer Lib/Dream Machine* and other books

**Michael Noll**  
Pioneer in using computers in the visual arts at Bell Labs.

**Donald T. Piele & Larry E. Wood**  
University of Wisconsin

**Frederik Pohl**  
Noted science fiction author and editor

**Robert Elliott Purser**  
Compiler of hobbyist computer facts and figures

**Neil Rowe**  
Artificial Intelligence Laboratory, MIT

**Alan Salisbury**  
Creator of *Computer Rage*, the first computer board game

**Robert Taylor**  
Director of Academic Computing, Teachers College, Columbia University

**Murray Turoff**  
Developer of computer conferencing

**Earl Ubell**  
NBC News

**Dennie Van Tassel**  
Author of *Computers, Computers, Computers* and other books

**John Whitney**  
Computer film maker

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# creative computing

*"The 'Whole Earth Catalog' of Computers."*

*American Vocational Journal*



## Volume 1

This now classic book contains all the articles, stories, learning activities, games and puzzles that appeared in *Creative Computing* Volume 1—the magazine's first six issues. We've left every bit of the editorial content intact.

Over 200 contributors are represented—from college professor to high school student, from U.S. Senator to underground cartoonist and from corporation president to science fiction author.

*The Best of Creative Computing, Volume 1* covers the gamut of computer applications in education and recreation. Its diversity can only be described as staggering.

\$8.95

328 pp. softbound  
from Creative Computing Press

Here's the breakdown

- \* 109 pages of articles on computers in education, computer assisted instruction, programming techniques and the impact of computers on society.
- \* 10 pages of fiction and poetry including Isaac Asimov's outrageous story about all the computers linking up after a nuclear war to support the few remaining survivors.
- \* 26 pages of "People, Places and Things" features the "Compleat Computer Catalogue" which gives capsule reviews and lists sources for all kinds of computer-related products.
- \* 79 pages of challenging learning activities, problems, puzzles and programs.
- \* 29 pages of games you can play with computers and calculators including a fantastic extended version of the single most popular computer game—Super Star Trek.
- \* 15 pages of "Foolishness" with cartoon pieces like, "Why We're Losing Our War Against Computers."
- \* 32 pages of in-depth book and game reviews including Steve Gray's definitive review of 34 books on the BASIC language.



# brings you its best

*"Non-technical in approach...Fun layout."*

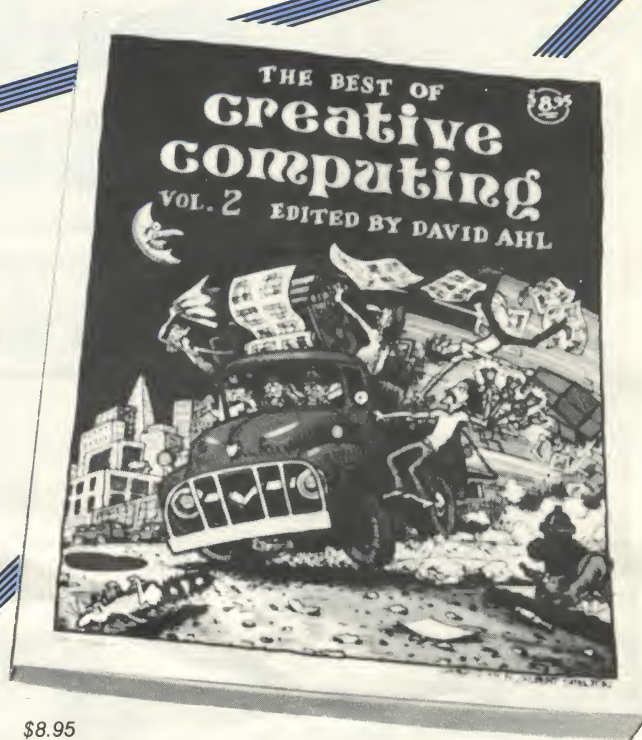
*American Libraries*

## Volume 2

Here we have a collection of the best articles, fiction, foolishness puzzles, programs, games and reviews from *Creative Computing* magazine's second year of publication.

Volume 2 follows in the same tradition as Volume 1 by offering the greatest variety of computer applications to be found under one cover. There's something for everyone.

Volume 2 reflects the enormous growth of computer usage by individual hobbyists, offering complete listings and sample runs. "Covers the whole spectrum," said *Engineering Education*. A must for any computer enthusiast.



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### See for yourself

- \* 118 pages of "Articles and Commentary" on computer involvement with technology, artificial intelligence, education (calculators in the classroom?), the commonfolk and art plus language and programming theory.
- \* 23 pages of fiction and poetry including "Computers Don't Argue," by Gordon Dickson, Frederick Pohl and more. Ten super storytellers in all.
- \* 25 pages offer computer resources and other related exchanges of information such as our selective compendium.
- \* 67 pages are devoted to puzzles, problems and programs—things to actually do with your computer.
- \* 16 new and challenging computer games including Mastermind and War 3 are described with complete listings and sample runs of each.
- \* 14 pages on hardware includes Kuzmack's, "Getting A System together."
- \* 37 pages of book reviews.





New revised edition of our most popular book,  
101 Basic Computer Games.  
All you need is a  
BASIC speaking computer.



# Basic Computer Games

ISBN 0 916688 07 0  
\$7.50

**Microcomputer Edition**  
**Edited by David H. Ahl**



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Here are 102 classic computer games, every one in standard microcomputer BASIC. Every one is complete with large legible listing, sample run and descriptive notes.

All the classics are here: Super Star Trek (one of the most challenging versions anywhere), Football (two versions), Blackjack, Lunar Lander (three versions), Tic Tac Toe, Nim, Life and Horserace.

Lots of sports simulations, too, such as Basketball, Bowling, Boxing, Golf, Hockey and Darts. Or, have fun at the casino with Craps, Poker, Roulette or the Slots.

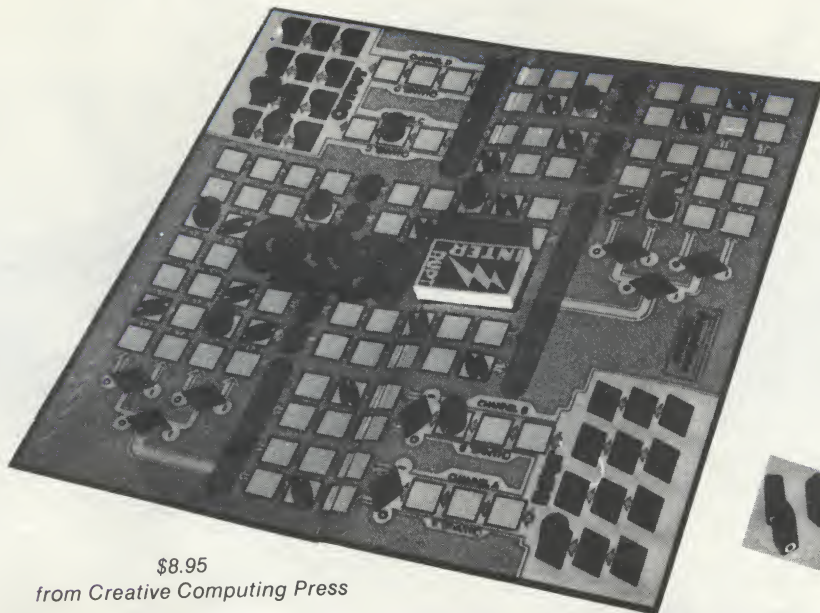
If logic games are your thing, try Awari, Bagels, Mastermind, Chomp or Qubic. Or, would you rather maneuver through a complex simulation of Fur Trading, the Civil War, managing ancient Sumeria or the Stock Market?

Guessing games, matrix games, word games, plotting games, card games, educational games—they're all here. And, they'll all run on your Altair, Imsai, Radio Shack, SWTPC, Xitan, OSI, Poly, Sol, PDP-11 or other micro or mini with extended BASIC.

The delightful cartoons on every page, coupled with highly legible listings, make this revision of *101 BASIC Computer Games* a real must, even if you own the original.



# not for kids only



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from Creative Computing Press

## Computer Rage

This fun and educational new board game is based on a large-scale multiprocessing computer system. The object is to move your three programs from input to output. Moves are determined by the roll of three binary dice representing bits in a computer. Hazards include priority interrupts, program bugs, decision symbols, power failures and restricted input and output channels. Notes are included for adapting game for school instruction. A perfect introductory tool to binary math and the seemingly-complex computer.

## Binary Dice

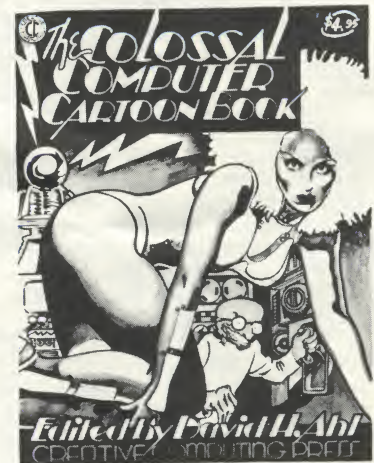
Now, the same dice used in Computer Rage can be purchased separately. Three binary dice (red, green and blue) in a zip-lock bag. \$1.25 postpaid [3G].



## The Colossal Computer Cartoon Book



Take a break. Sit back and relax with the biggest and best collection of computer cartoons ever, hundreds and hundreds of cartoons about computers, robots, calculators AI and much more.



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61 pp. softbound  
from Creative Computing Press

## Be A Computer Literate

This is the most basic, introductory book on computers ever put together for instructional use. Its full-color diagrams, drawings, photos and large, explicit type make this book a pleasure to read. This chapter titles, themselves, best illustrate its contents—

- I Introduction
- II What Are Computers
- III Kinds of Computers
- IV What Goes On Inside Computers
- V Communicating With The Computer
- VI Language Of The Computer
- VII How To Write A Simple Program
- VIII How Computers Work For Us
- Glossary



# the best of byte

## Volume 1

*The Best of Byte - Volume 1* is a 384-page blockbuster of a book which contains the majority of material from the first 12 issues of *Byte* magazine. 146 pages are devoted to "Hardware" and are crammed full of how-to articles on everything from TV displays to joysticks to cassette interfaces. The section on computer kits describes building 7 major kits. But hardware without software might as well be a boat anchor, so there are 125 pages of "Software and Applications" ranging from on-line debuggers to games to a complete small business accounting system. A section on "Theory" examines the how and why behind the circuits and programs, and a final section "Opinion" looks at where this explosive new hobby is heading.



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# creative computing book service

## Modern Digital Communications

*E.J. Ross.* This volume thoroughly explains how mass communications systems used by banks, businesses, airlines, news services, hotels and others operate. A must for anyone interested in computerized communications, including computer hobbyists and amateur radio operators. 304 pp. \$6.95 [7V].

## Beginner's Guide To Microprocessors

*Charles M. Gilmore.* No background in electronics is necessary to understand this book. It was written for those with no prior knowledge whatsoever of microprocessors or personal computing. Gilmore takes you from what a microprocessor is, how it works and what it's used for to how they're programmed to perform desired functions in microwave ovens, TV games, calculators, etc. 175 pp. \$5.95 [7U].

## BASIC and the Personal Computer

*Dwyer and Critchfield.* This book will get you involved with personal computing, writing programs and expanding the use of your computer by showing the great diversity of applications possible on any microcomputer. One of the most comprehensive presentations of BASIC ever. As a text or addition to your personal library, this book will tell you all you ever wanted to know about BASIC. 350 pp. \$12.95 [9F].

## The Little Book of BASIC Style: How To Write a Program You Can Read

*John M. Nevison.* Learn how to write better, easy-to-follow programs with Nevison's rules of style and turn out legible, correct programs. Two hours of BASIC programming is all that is necessary to profit by this book. Concepts of problem-solving and structured programming are included. 160 pp. \$5.95 [9V].

## Sixty Challenging Problems with BASIC Solution

*Donald Spencer.* This book is a vehicle for computer programmers to measure their skills against some interesting problems that lend themselves to computer solution. It includes games, puzzles, mathematical recreations and science and business problems—some hard, some easy. The book will complement any computer-oriented course in secondary school or college. BASIC program solutions included. 80 pp. \$6.95 [9W].

## Microcomputer Primer

*Mitchell Waite and Michael Pardee.* Introduces the beginner to the basic principles of microcomputers. Discusses the five main parts of a computer—the central processing unit, memory, input/output interfaces, and programs. Explains current available microcomputers. 224 pp. \$7.95 [4A].

## CMOS Cookbook

*Don Lancaster.* Tells all you need to know to understand and profit from working with this digital logic family. It's inexpensive and genuinely fun to use. Explains CMOS—how it works and how to power it. Plus usage rules, state testing, bread boarding, interface, and other basics. Filled with practical applications. 416 pp. \$9.95 [9S].

## TTL Cookbook

*Don Lancaster.* This complete, detailed guide to transistor-transistor logic (TTL) explains what it is, how it works and how to use it. Discusses practical applications such as a digital counter and display system, events counter, and electronic stop watch. 336 pp. \$8.95 [9R].

# new

## The Home Computer Revolution

*Ted Nelson.* Here is one of the most controversial books on home computers. Nelson takes a look at how the "dinky" computers got here, where they are where they're going and what will become of the big boys like IBM. This thought-provoking and highly opinionated book picks up where *Computer Lib/Dream Machine* left off. 224 pp. \$2.00 [9U].

## Microcomputer Design

*Donald P. Martin.* This book is well-suited for the engineer who's designing microcomputers into his company's products. Not just block diagrams or vague theory, but dozens of practical circuits with schematics for CPUs based on 8008 chips. Includes interfacing to A/D, D/A, LED digits, UARTs, teletype-writers. Over 400 pp. \$14.95 [9P].

## How To Buy and Use Minicomputers and Microcomputers

*William Barden, Jr.* Includes guides for selection, buying and programming your own system with detailed descriptions of what's currently on the market. Discusses both hardware and software, peripherals, and gives an explanation of both practical and recreational uses. 240 pp. \$9.95 [4C].

## How To Program Microcomputers

*William Barden, Jr.* Explains assembly-language programming of microcomputers based on the Intel 8080, Motorola MC6800, and MOS Technology MCS6502 microprocessors. Basic concepts, architecture and operations discussed. Provides precanned operations. 256 pp. \$8.95 [4B].

## TV Typewriter Cookbook

*Don Lancaster.* An in-depth coverage of tv typewriters (tvt's)—a truly low-cost microcomputer and small-systems display interface. Completely illustrates how you can do it yourself. 256 pp. \$9.95 [9Q].

## COMPUTERS, COMPUTERS, COMPUTERS In Fiction And In Verse

*D. Van Tassel, Editor.* This collection of stories, commentaries and poems project the reader into a world where lifestyles are dominated by the computer to an extent far greater than they are by the telephone today. By revealing reactions and effects, the stories offer the reader insight into what is a potential reality. Cleverly-written, this book should entertain anyone who is aware of the computer's impact on society. Includes work by such distinguished writers as Gordon R. Dickson, Art Buchwald, Michael Shaara and Bob and Ray. 192 pp. \$6.95 [9X].



# Creative Computing book service

## Programming

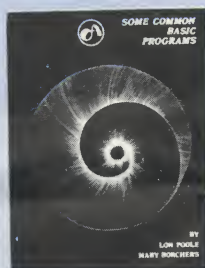
### My Computer Likes Me

This entertaining self-teaching workbook introduces the BASIC language to young or old. Problems and examples are drawn from population problems and demographic data. A nice, easy start into BASIC. Large format. 60 pp. \$2.00 [8K].



### Some Common BASIC Programs

Adam Osborne. An ideal workbook to accompany a BASIC programming course or for one's own use. Contains 76 general purpose, practical BASIC programs with complete listings. 192 pp. \$7.50 [7M].



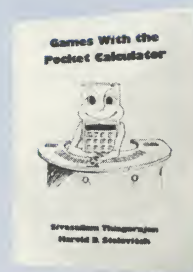
### BASIC Programming

Kemeny and Kurtz. An excellent gradual introduction to computer programming in BASIC with lots of samples ranging from simple to complex. Rated "The best text on BASIC on almost all counts." 150 pp. hardbound \$8.50 [7E].



### Games With The Pocket Calculator

Sivasailam Thiagarajan and Harold Stolovitch. A big step beyond tricks and puzzles with the hand calculator, the two dozen games of chance and strategy in this clever new book involve two or more players in conflict and competition. A single inexpensive four-banger is all you need to play. Large format. 50 pp. \$2.00 [8H].



## Hand Calculators

### The Calculus With Analytic Geometry Handbook

Jason Taylor. Ideal for a HS or college introductory calculus course or for self-learning. Five chapters include: analytic geometry; functions and derivatives; integration techniques; vectors and functions of more than one variable; and sequences and series. Widely acclaimed by educators, this book is fast becoming the standard calculus reference text. Handy reference for scientists, engineers, and mathematicians too. Large format, 68 pp. \$2.95 [7Q].

### Games, Tricks and Puzzles For A Hand Calculator

Wally Judd. This book is a necessity for anyone who owns or intends to buy a hand calculator, from the most sophisticated (THE HP65, for example) to the basic "four banger." 110 pp. \$2.95 [8D].

### Advanced Applications for Pocket Calculators

Jack Gilbert. Emphasizes new and unique applications that go way beyond manufacturer instruction manuals. Shows how to do scientific calculations with a basic 4-banger. Also covers scientific, programmable and advanced business calculators. Hundreds of examples and tables. 304 pp. \$5.95 [8G].



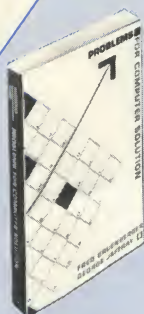
## Problem Solving

### Problem Solving With The Computer

*Ted Sage.* Used in conjunction with the traditional high school math curriculum, this book stresses problem analysis in algebra and geometry. This is the most widely adopted text in computer mathematics. 244 pp. \$7.95 [8J].

### How to Solve Problems

*Wayne Wickelgren.* This helpful book analyzes and systematizes some of the basic methods of solving mathematical problems. Illustrative examples include chess problems, logical puzzles, railroad switching problems and ones from science and engineering. For each, the author provides hints for the reader to tackle the problem and then a complete solution is given. Want to solve a complex problem with a computer? Begin here. 262 pp. \$6.50 [7Y].



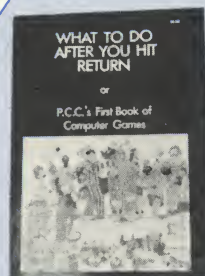
### Problems For Computer Solution

*Gruenberg & Jaffray.* A collection of 92 problems in engineering, business, social science and mathematics. The problems are presented in depth and cover a wide range of difficulty. Oriented to Fortran but good for any language. A classic. 401 pp. \$8.95 [7A].

## Computer Games

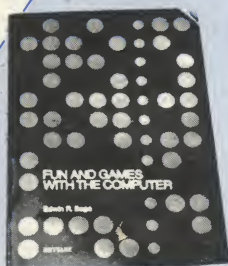
### What to Do After You Hit Return

Another collection of games and simulations—all in BASIC—including number guessing games, word games, hide-and-seek games, pattern games, board games, business and social science simulations and science fiction games. Large format. 158 pp. \$8.00 [8A].



### Game Playing With Computers

*Donald Spencer.* A good mind-exercising resource. Contains over 70 games, puzzles and recreations for the computer. The games, in both BASIC and FORTRAN, have detailed descriptions, flowcharts and output. Also includes a history of game-playing machines and lots of "how-to" write your own games. 320 pp. hardbound \$16.95 [8S].



### Fun & Games With the Computer

*Ted Sage.* "This book is designed as a text for a one-semester course in computer programming using the BASIC language. The programs used as illustrations and exercises are games rather than mathematical algorithms, in order to make the book appealing and accessible to more students. The text is well written, with many excellent sample programs. Highly recommended."—*The Mathematics Teacher*. 351 pp. \$7.95 [8B].

## Computing Milieu

### Computer Lib/Dream Machine

*Ted Nelson.* This book is devoted to the premise that everybody should understand computers. In a blithe manner the author covers interactive systems, terminals, computer languages, data structures, binary patterns, computer architecture, mini-computers, big computers, microprocessors, simulation, military uses of computers, computer companies, and much, much more. Whole earth catalog style and size. A doozy! 127 pp. \$7.00 [8P].

### The Thinking Computer

*Bertram Raphael.* This book is a lucid introduction to artificial intelligence with a minimum of technical jargon. It discusses the progress of AI, research goals, and the current approaches for making the computer more intelligent. 321 pp. \$6.95 [7X].

### The Star Trek Star Fleet Technical Manual

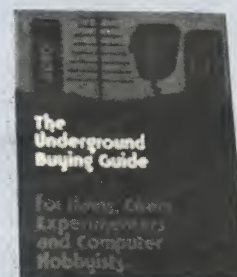
*Franz Joseph.* This important resource book is packed with the data you need to create or modify STAR TREK computer games. It includes all Starship operating characteristics, defense and weapon systems, standard orbits, velocity/time relationship, space/war technology, Milky Way galaxy charts, Federation codes, etc., etc. A national best seller. Large format, vinyl binder. 180 pp. \$7.95 [8C].

### PCC's Reference Book of Personal and Home Computing

Ever try to find the address of a manufacturer of a cassette interface that a friend told you about 2 weeks ago? Frustrating isn't it? This book will go a long way toward ending that frustration with its comprehensive list of manufacturers, stores and products. Also contains survey articles on software, hardware, kits and applications as well as an index of articles from various hobbyist magazines. Several bibliographies, too. \$5.95 [7P].

### The Underground Buying Guide

*Dennis A. King.* The Guide is written for hams, CBers, experimenters, and computer hobbyists. It lists a wide range of parts, supplies, and services categorized by firms, products, and geographic location and is completely cross-referenced. Covers 250 product categories and 650 firms from tiny to huge. 200 pp. \$5.95 [7K].





# book service

Programming

## A Simplified Guide to Fortran Programming

*Daniel McCracken.* A thorough first text in Fortran. Covers all basic statements and quickly gets into case studies ranging from simple (printing columns) to challenging (craps games simulation). 278 pp. \$8.75 [7F].

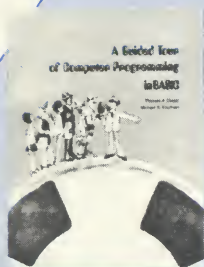


## BASIC

*Albrecht, Finkel, and Brown.* A self-teaching guide to BASIC written in an informal, easy-going manner. Every difficult point is explained in great detail. 324 pp. \$4.95 [7G].

## A Guided Tour of Computer Programming In BASIC

*Dwyer and Kaufman.* This book tops all introductory texts on BASIC. Filled with detail and examples, it includes sample programs for many simulations, several games, reservations systems and payroll. Aimed at the novice, but of value to everyone. 156 pp. \$4.80 [8L].

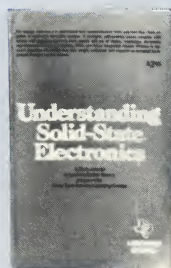


## The Art of Computer Programming

*Donald Knuth.* The purpose of this series is to provide a unified, readable, and theoretically sound summary of the present knowledge concerning computer programming techniques, along with their historical development. For the sake of clarity, many carefully checked computer procedures are expressed both in formal and informal language. A classic series. Vol. 1: Fundamental Algorithms, 634 pp. \$20.95 [7R]. Vol. 2: Seminumerical Algorithms, 624 pp. \$20.95 [7S]. Vol. 3: Sorting and Searching, 722 pp. \$20.95 [7S].

## Understanding Solid State Electronics

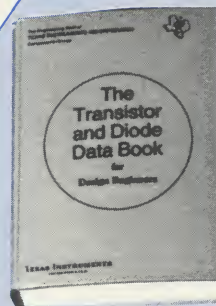
An excellent tutorial introduction to transistor and diode circuitry. Used at the TI Learning Center, this book was written for the person who needs to understand electronics but can't devote years to the study. 242 pp. \$2.95 [9A].



## Power Semiconductor Handbook

Covers high-power transistors and related switching devices. Want your computer to control some external device? Then this is the book. 800 pp. \$3.95 [9C].

Texas Instruments Data Books



## Transistor and Diode Data Book

Describes the characteristics of over 800 transistors and 500 silicon diodes most widely used in switching and amplifying applications. Covers low-power (1 watt or less) semiconductors. You'd expect a big, comprehensive data book from one of the pioneers in the field and this is it. 1248 pp. \$4.95 [9B].

## TTL Data Book

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## Linear and Interface Circuits Data Book

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## Semiconductor Memory Data Book

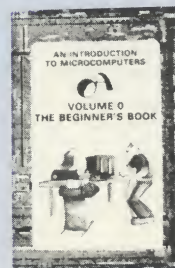
Contains complete data on practically every random access (RAM) and read only (ROM) semiconductor memory. 272 pp. \$2.95 [9H].

## Build Your Own Working Robot

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## An Introduction To Microcomputers

*Adam Osborne.* Volume 0, "The Beginner's Book" covers microcomputer system components, how they work together; number systems, the basics of programming, and putting it all together in a system of your own. 264 pp. \$7.50 [9T]. Volume 1, Basic Concepts, also assumes no prior knowledge of computers. It covers basic principles, binary arithmetic, the microprocessor CPU, I/O logic, memory organization and programming. 264 pp. \$7.50 [9K]. Volume 2 (2nd Edition), Some Real Products, covers 20 actual microprocessors in considerable detail including timing diagrams, instruction sets, and interrupts. 760 pp. \$15 [9L].

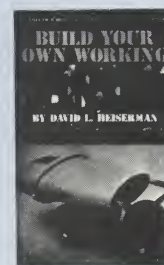


## Getting Involved With Your Own Computer

*Solomon and Viet.* One of the first books on microcomputers that requires no previous knowledge of electronics or computer programming. Tells you where to find information, explains basic concepts and summarizes existing systems. Good place for the neophyte to begin. 216 pp. \$5.95 [9N].

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## Vol. 3, No. 2 - Mar/Apr 1977

Special music features: music instruction, computer music performed by dance, "Bottom-Up Bizet," transportation and composition of music by computer, how to use a CPU with a simple peripheral to play music. Piele & Wood: "Thinking Strategies- Part 1."

## Vol. 3, No. 3 - May/June 1977

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Guide to selecting a microcomputer. Write your own CAI, Part 2. Computers in medicine and health care. Dwyer: "8-Hour Course in Basic- Part 1," "Thinking Strategies-Part3." Sherlock Holmes and Charles Babbage. Four new games.

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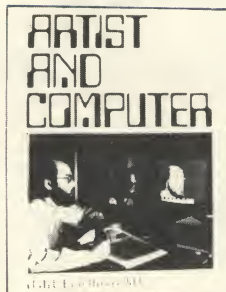
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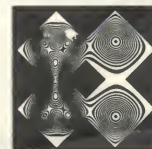
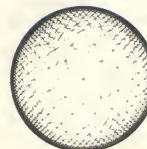
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